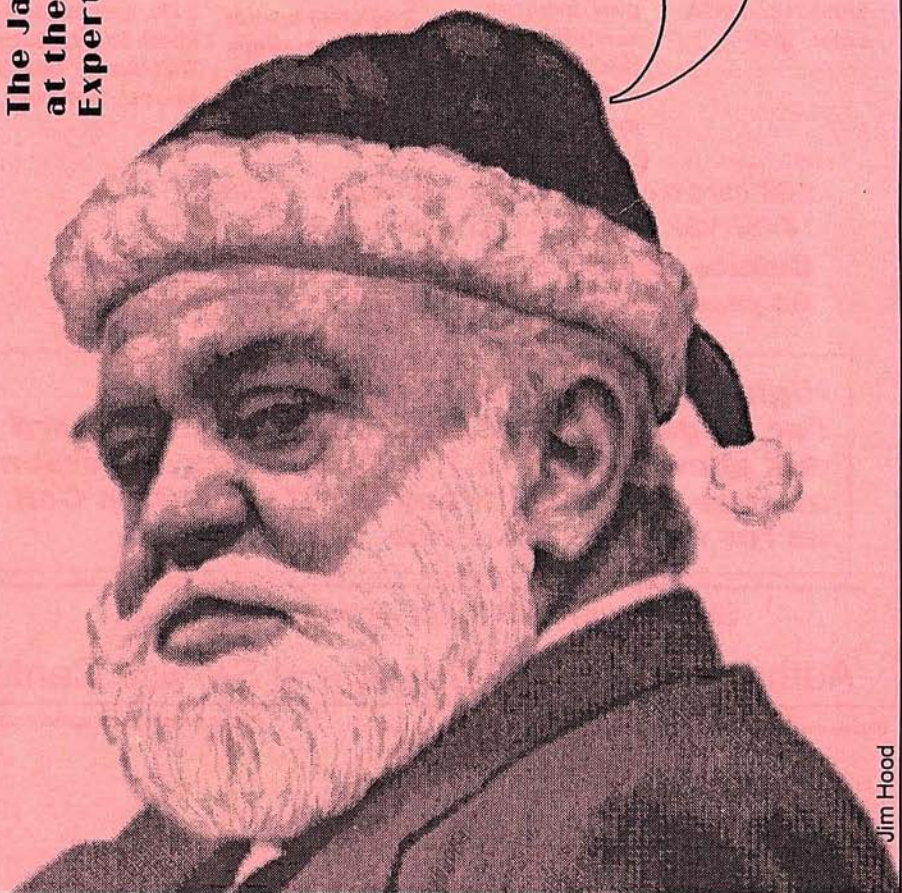


San Leandro  
Computer Club December 1993  
*Journal*

The Jaguar will be demoed  
at the Holiday Meeting by  
Experts from Atari Corp.

Ho! Ho! Ho!  
So you want a Jaguar!  
Ho! Ho! Ho! Were you  
a good little boy?  
Did you buy a Falcon?  
Ho! Ho! Ho!



Jim Hood



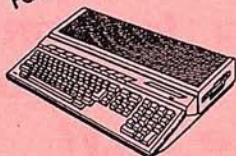
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## San Leandro Computer Club

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An independent, money losing organization of Atari computer users. Membership, at \$20, doesn't buy you a whole lot, but the price has never been raised. Call an officer if you care to join.

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This Issue	Jim Hood	(510)672-1244

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# December

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	4
5	6	Water Meeting 8:00 PM	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
Journal Deadline 12:00 PM	27	28	29	30	31	



## ATARI UNITED! DiskMagazine

ATARI UNITED! announced that the first regular issue of its DiskMagazine will be released in mid-October, 1993.

A special preliminary issue of the DiskMagazine was released through STEVE's Software at the Glendale Atari Show in September. The magazine will contain news, reviews, press releases, program demos, public domain software and any other information that might be of interest to owners of Atari TOS computers. The floppy-disk based magazine features an interface developed by Bry Edewaard and Scott Ettinger. The reader is compatible with any version of TOS, from the original STs to the Falcon030 of today and is readable in any resolution with at least an eighty column display.

Gordie Meyer, managing editor of the ATARI UNITED! DiskMagazine, expects the contents to cover a wide range of topics that most users in the Atari community will find beneficial. While a small part of the community is active online, and gets word of new or improved products almost immediately, most Atarians often get that information weeks or months after it first appears, if at all. The AU! DiskMagazine is an attempt at bridging that informational gap. The DiskMagazine will strive to be a source of solid information and support that the average user needs. It will also focus on providing support of user groups, with a regular "show-case" column featuring various user groups throughout the United States. In addition, ATARI UNITED! is offering blanket permission to user groups to reprint or reproduce any or all contents of the DiskMagazine unless specifically noted otherwise. This will aid the user groups in putting together newsletters and disks of the month.

ATARI UNITED! is seeking advertisers for the DiskMagazine, to keep the cost of obtaining the DiskMagazine at a minimum. Anyone interested in advertising in/on the DiskMagazine should contact Gordie Meyer at one of his addresses listed on the next page. ATARI UNITED! is also looking for volunteer writers, and also welcomes the submission of any press releases related to the Atari TOS computer.

ATARI UNITED! DiskMagazine is available for individual subscription at \$16.00 a year. (4 issues a year, published quarterly). Individual issues may be purchased at \$4.95 by contacting Gordie Meyer. User groups that would like to subscribe at a special rate should contact Gordie Meyer at the address listed.

For information regarding the DiskMagazine or to subscribe to the magazine, please contact:

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Gordie Meyer  
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                             \_\_\_ 1040 ST      \_\_\_ 1040 STe      \_\_\_ F030  
                             \_\_\_ Mega ST      \_\_\_ Mega STe

Computer Serial Number: \_\_\_\_\_ (OPTIONAL)

User Group (if a member): \_\_\_\_\_

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abarbiero@delphi.com





# Pounding on the 32-Bits

*Buy your clone / Share what you know / 8 bits are puny*

**Rob Bulley**

Robbie Bridges wrote about all the fun he was having with his 386 clone in the October and November issues.

He was able to go from his slow responding Flight Simulator on the 8-Bit to a smoother, prettier Flight Simulator 4 on his clone. By upgrading that to Flight Simulator 5 he was able to end up with jerky animation and blocky scenery.

I was envious, of course.

And then Jim Moran showed me this great game that came with Windows. It is called Gorilla and he says it is exactly like the original version he had on his old 8-bit Atari.

Well, by now I can hardly contain my excitement! Just think; Jim's 66 MHz clone running public domain games as good as his Atari 800! Impressive!

I must admit that I was disappointed when Robbie, Jim and Bob Woolley couldn't figure out how to load and run Flight Simulator 5 on Jim's machine so that we could see if it

was any smoother or prettier on a 486-66 than on Robbie's 386. But they only spent an hour or so trying and thought they could eventually get it running if Jim would buy a new color monitor.

That disappointment was sure short lived though when Bob showed me the new games on his 486 machine. Bob bought some of the classic games that MicroSoft is licensing from Atari. They include Centipede, Missile Command and Asteroids.

Bob thinks they run even better on his clone than the originals do on his 1200XL. That is high praise, indeed.

Personally, I'm not so sure. The game play seemed the same and the higher resolution graphics almost lost some of the fine lines, I thought.

But the important thing is, Bob is happy. He can use his clone for his "serious work" and then play his favorite games without having to run downstairs to his 1200XL.

---

## A New Conspiracy Theory

**JIM HOOD**

Doonesbury is running one, so why not us?

Why are otherwise marginally rational people like Robbie Bridges, Glenn Fowler, Jim Moran and Bob Woolley jumping like lemmings to Windows?

Robbie wanted to improve his Flight Simulator experience and the "I need it so I can work on my job at home" excuse seems valid; although some people question why anyone would want to take their work home; and there is definitely a larger user base from which to pirate programs, but overall the Clone SIG members seem to be irrationally thrilled that they can play old Atari 8-bit game conversions on their Windows wonders.

Could it be that MicroSoft and Intel have conspired to put something in all of their

products that sends out a subliminal message to "Buy and Love Windows"?

Some people claimed that the previous version of Windows had been purposely slowed down by MicroSoft to encourage users to buy the newer, faster version.

Maybe it was really done to allow the monitor to flash the "Buy and Love Windows" message between screen redraws.

Maybe an audio message is being played just above or below the range of conscious hearing. I think I've heard some kind of high pitched sound when I've been near a bunch of clones.

Let's just hope our government starts an investigation of this and saves us before it's too late.

# OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1112.DOC  
DECEMBER 1993

## General COMMENTS

This disk's "Contents" are shown below in the same format as that used by our SLCC FULMenu when it presents the Disk Directory. NOTE that side 2 is in MEDIUM Density!

## D.O.M. SUMMARY

This D.O.M. HAS 7 main programs. There are 4 Games (IO uses the whole back side); 2 DEMOs; & a programming (or text writing) UTILITY.

Contents- Disk #1112 (Directory):-  
Front:-

*SLCC1112DOC 034	TITLE	008
AUTORUN SYS 002	MENU	034
DOS SYS 037	ANIMAL BAS	035
ANIMAL DAT 003	GOLFER COM	233
PLINK BAS 024	RAINBOW BAS	003
VORTEX COM 105	WORDWEAVBAS	096
WORDWEAVTXT 075	IO DUC	018
000 FREE SECTORS		

Back (\*IO\* Game - MEDIUM Density!):-

*DOS SYS 037	*DUP SYS	016
*AUTORUN SYS 001	*QUIKLOADBS	017
*README BAS 018	*TITLE BS	040
*OPENING BS 008	*GAME BS	105
*IO BS 245	*IO2 BS	158
*MESSAGE BS 022	*CHIO2 BS	011
000 FREE SECTORS		

## Program Details

ANIMAL.BAS (& .DAT) illustrates, on a fairly rudimentary level, how to use Artificial Intelligence to make a program 'learn' new things. It's from the OHAUG Newsletter 11,12/1993 disk. There is no DOC,- instructions are in the program. You would probably want to copy the program and \*.DAT file to another disk (with DOS) to use it.

GOLFER.COM is a really tough Game of (miniature) Golf - from the German Atari club- ABBUC. I saw it first on the 9/93 disk of DACE (Diablo Valley Atari Computer Enthusiasts). It will

not boot from the menu. You must put it on another disk with DOS, and load with the "L" option. It loads with a scrolling Intro. which acts as a very good DOC. BEWARE THE MAGNETS!

IO (Game) is the main program on this disk. It takes the entire back side, or 1023 sectors (Medium dens.). It's by Tom Starace,- almost entirely in BASIC. I saw it first on a disk by DACE, and downloaded it (with the DOC on the front) from the GENie library. It's a huge graphic arcade adventure. You use a JoyStick, supplemented with keyboard commands. The DOC tells you what MOST of these are,- some you'll have to find out on your own! One of the nice features of the game is that you can pause, request the LEVEL CODE for that point, and later resume the game on that level. Also, you have no limit on lives- you never die!

PLINK.BAS is a relatively simple Game based on Pachinko,- the ancestor of all pinball games. It requires a Joystick and a good sense of timing. The rules are simple & quite obvious, so there is no DOC. I found it on an OHAUG newsletter disk (9,10/1993).

RAINBOW.BAS is a very impressive short DEMO. From OHAUG's library and their Nov./Dec. 1993 newsletter disk.

VORTEX.COM is an excellent DEMO by Jeff Potter in GGraphics 10/7 using page flipping and color rotation. It can be loaded from the menu.

WORDWEAV.BAS (and WORDWEAV.TXT)- are from OHAUG's newsletter disk for Sept. & Oct. 1993. It is originally from HOME COMPUTING JOURNAL- 9/86(?), -author unknown. It has an excellent DOC (WORDWEAV.TXT) with very detailed instructions and explanations, which states that it will only work with an XL or XE. It is a 'specialized' word processor for creating branching text stories & multiple path applications.



by Tom Starace - on SLCC D.O.M. #1112

## San Leandro Computer Club

# Geneva: Revolutionary Software for your Atari

By: Ed Krimen

QEnie: AEO.5

via A.C.E Inside Info #67

Sydney NSW 2001 Australia

Few software or hardware purchases can bring new life to your mundane computer experience. The purchase of a software screen accelerator, a desktop replacement program, a true-color graphics card, a large screen monitor, a processor accelerator, a larger, faster hard drive, or even a new computer might make computing more productive and more fun. Unfortunately, you don't get to buy these new toys everyday because they can be expensive, but when you do, they sure are exciting!

In the recent past, there really hasn't been a piece of software released that revolutionizes Atari computing. Revolutionary software is used during every computer session and improves the way you use your computer. Revolutionary software doesn't get in the way of your computing, but it enhances it instead!

Geneva from Gribnif Software is revolutionary software. Like Windows on the PC, Geneva will change the way you use your Atari computer - whether it's a 1040ST, a TT030, or a Falcon030. Unlike MultiTOS, Geneva can be used in any software and hardware configuration, providing multitasking to your GEM applications. Compatibility is unequivocally one of Geneva's strong points.

You should be familiar with Gribnif Software. Their most popular piece of software is NeoDesk, the wonderful desktop replacement that gives you custom icons, special window controls, and many, many other fantastic desktop features.

=====

## //// Miraculous

=====

I've been beta-testing Geneva for several months and it's simply a miraculous achievement by its author, Dan Wilga. I never boot my system without it. Why? Well, here's why:

First, you are no longer limited to six desk accessories. In fact, you can load and remove desk accessories on the fly!

Second, you are no longer limited to one program running at a time. You can run as many programs as memory will allow!

Third, you are no longer limited to seven

windows. You can open as many as 256 windows!

Fourth (and now we're into aesthetics), you are no longer limited to that flat, boring windowed interface. Geneva gives buttons and other objects a 3D appearance, similar to what MultiTOS and TOS 4.04 provides. Even if you don't have a Falcon or MultiTOS, if a program, such as Diamond Edge or Straight FAX, supports the standard Atari 3D environment, then you too will get that look with Geneva. You'll also notice that regular GEM applications will have windows with "beveled" buttons and scrollbars, for that ultimate, cool look.

Seemingly, with Geneva, you are no longer limited by anything. You can change the way your screen looks, from the fonts you use, to the width and height of your scrollbars, to the look of your mouse pointer and busy-bee replacement. You can even "tear-off" the drop-down menus at the top of your screen, whereby the menus themselves become individual windows.

All of these goodies work with every compatible program, not just in the Geneva Manager (discussed later) or in NeoDesk! For example, I just switched to Aladdin, one of the lesser-compatible, system-hog programs on the market, and tore off one of its menus! The Aladdin program itself was unmodified. In another example, with Aladdin, NeoDesk, and two copies of STeno running, I can run Calamus SL and use all of the window enhancements that Geneva provides on an unmodified copy of SL! Oh, and I tore off a couple of its menus too, just for fun. By the way, Aladdin was "singletasking" while the others were multitasking. What's the difference?

=====

## //// Managing Tasks

=====

Geneva features a Task Manager which enables you to customize many things in Geneva's environment. You can change the look of the windows, the dialog boxes, the menus, the application keyboard shortcuts (such as Alt-Tab for switching programs), and the system flags for each application. Each application you designate in the Task Manager can be assigned a series of parameters ranging from the amount of memory it should be limited to, to telling Geneva if this program should receive AES 4.0 extended messages.

Perhaps the most significant setting here is whether a program should be multitasking or singletasking. In multitasking mode, a program will peacefully coexist with other multitasking programs. Multitasking programs are those like STalker, STeno, LDW Power, STRAIGHT FAX!,



Calamus SL, PageStream, Superbase Pro, Tempus II, Word Plus, WordWriter, Word Perfect, and SimCity. Programs that work best in singletasking mode are those like Aladdin, Speed of Light, Arabesque Pro, ARC Shell, DEGAS Elite, Easy Draw, Flash, Flash 2, GFA BASIC, and ICD HD Format. These programs were written with the concept that they would be the only programs running at one time, so they more or less hog the system.

When handling singletasking applications, Geneva is quite elegant. It automatically puts the multitasking applications to "sleep" so that the singletasking one can work independently. If the singletasking application has a GEM menu bar, you can switch to one of the sleeping multitasking applications, in which case the singletasking application will be put to sleep and the multitasking applications will come back to life. It's very nicely done.

### ===== //// Desk Accessories

As I mentioned earlier, Geneva will enable you to load as many desk accessories as memory will allow. But the fun doesn't stop there. You can load and unload desk accessories on the fly! To install a desk accessory in a slot, simply run the desk accessory like you would a program. When you close the desk accessory it will remain in memory. To remove the desk accessory from a slot and from memory, terminate it from the Task Manager or hold down the Control key while selecting the desk accessory in the pull-down menu. Poof - it's gone!

### ===== //// HELP!!

In addition to all these wonderful features I've discussed so far - unlimited desk accessories and programs, expanded window limits, and a cool, new interface - you also get a Windows-like context-sensitive help system! This help system can be accessed from the Geneva Manager or any program that supports it. For example, from the Task Manager, click the Help button in the Video dialog box or the Help key on your keyboard, and the Help window will appear, displaying the information relative to the Video dialog box.

Moreover, this help system features "hypertext" linking. Click on an underlined word already displayed in the help window, and more specific info about that particular function will appear.

Details about how to create help files for your own programs are included with Geneva.

### ===== //// No Desktop?!

At this point, I think some clarification must be made as to exactly what Geneva is. Geneva is not a desktop replacement. Geneva replaces the part of TOS called the AES, or Application Environment Services.

When you run Geneva either from the standard TOS desktop or from the AUTO folder, you don't get a desktop, but only three drop-down menus and a blank screen. One of the menus lists the programs and desk accessories currently running while the others enable you to open an application or desk accessory, quit Geneva, display the ASCII table, and display the context-sensitive help system.

If you miss the desktop, that's too bad because Atari's desktop is incompatible with multitasking environments; Atari's MultiTOS even replaces the TOS desktop with its own. Because the Atari desktop is intertwined with the AES that Geneva replaces, Geneva cannot replace the entire AES while still allowing the ROM-based desktop to run.

However, you can use NeoDesk or any other desktop replacement compatible with Geneva to run programs. Just double-click on programs and they run like they usually would. Switch back to NeoDesk, and double-click on another program, and another, and another, and another. It's really amazing. Now, if you don't have NeoDesk, I'd recommend getting it too. Otherwise, you'll just have to resort to the Open command under the File menu to run programs from an item selector - which isn't too bad, but Geneva is much more fun with NeoDesk. And NeoDesk works so well with Geneva, it's fantastic! (Shoot, NeoDesk works well even without Geneva!)

### ===== //// Buy It!!

Now that I've told you what Geneva does, order it right this minute! You won't regret this purchase. Like desktop replacements, screen accelerators, and third-party file selectors, Geneva is one of those landmark products that everyone must have. Geneva will revolutionize Atari computing just as Windows has revolutionized the PC.

# Jaguar Exerpts From Genie

Category 26, Topic 2

Message 95 Sun Nov 28, 1993

D.ENGEL [Thunderbird] at 11:17 EST

...Some news pulled off the internet for you all to browse...

-- The original note follows --

From: xevious@zen.holonet.net (Jim Surine) Subject: Up to date Jag Info for SF (Fri 12:00pm) Date: Fri, 26 Nov 1993 20:13:38 GMT

Atari Jag News:

I don't have mine yet but here's some info for the SF area (Anyone want to invite me over to play theirs)

Baggages got theirs on Wed. the store I talked to on Wed. (Pleasanton) got 6 in that were all reserved and said the other store also got 6 in and they were reserved also. They were expecting another shipment in soon and only 2 had been reserved so far.

Good Guys got theirs in on Fri. they have 720 units reserved of which they are short by 46 units. The store I talked to only got 2 of the units (Geary & Masonic) other stores (VanNess) have not received them from the warehouse yet.

FAO (Downtown SF) says Atari admits to production problems and promises to have them by Dec 1st or else. When I went down there (Fri) the Jag and Lynx were not on display, you could play the new Sonic CD though.

B & C Computer Visions (Santa Clara) got actual info from people at atari on Wed. (but they don't have any yet) Apparently things were real hectic Wed. at Atari because of the bad RF video problem. The RF box is OK but the cable does not have a ferrite core thus the interference, it is just a standard audio cable. Go to your local Radio Shack or call Atari and they will send you a new cable. Atari also says 3000 units have been shipped so far and they are shipping 1000 units a week. By Jan 1st they will be shipping 5000 units a week. There are over 1 million units on order so only 1 in 20 will receive a Jag before X-mas. New developers are also coming out of the woodwork and have requested many more units for development which is limiting regular sales (Accolade & Capcom were mentioned).

Go Jag -- Jim Surine ...

---

\hunderbird



AEO.MAG [!] FSU #1 [!] at 19:18  
EST

### NEWS FROM ATARI:

The overlays for the new batch of Jaguar games were bad, and Atari had to commission more to be made. Expect to see Crescent Galaxy by the end of next week and Raiden by the 20th. Atari is also taking an opportunity during this delay to "tweak" Evolution: Dino-Dudes.

Quality Control missed the bad R/F setups - the problem is in the cable/switchbox arrangement - the internal circuits in the Jaguar are fine. Expect new R/F boxes soon.

Atari will do what they can to get the other video cables (S-Video, RGB) out within 10 days.

--Travis @ AEO

Category 26, Topic 5  
Message 9 Mon Nov 29, 1993  
P.DOLAN3 [Cheech Wizard] at 22:48  
EST

Just thought everyone would like another cheat code.... Try 6009, you'll have access to 4 new planets, and one of them is a weapons cache.... I haven't tried this myself, so let me know how it works (My Jag isn't due till tomorrow...Aargh!)

Category 26, Topic 5  
Message 12 Tue Nov 30, 1993  
G.LAI [Gordon] at 04:56 EST

Jaded Gamer - Got my Jaguar on Saturday. Been playing with it ever since! Cybermorph is a wonderful game! Someone here mentioned the password for a sector with four unknown worlds with one world being a weapons cache. Well, it's true! This seems to be the Cybermorph cheat. All your weapons are maxed out and you get 5 (count 'em!) extra ships. You're not invincible, but you sure get a good head start! Maybe you and others have experimented with this already, but if not, let me know and I'll give you details.

About Pico: The portal is not inside the big mountain. I was also going around the mountain and searching for an entrance when I was ambushed by a wave of planes. I ran and suddenly -- lo and behold! -- the portal was right in front of me nestled between two small mountains! I can't quite tell you where the location IS relative to the big mountain, but it should be nearby; didn't run too far. Hope this helps.

Happy Morphing!

Gordon

# November Minutes

The November meeting was called to order at exactly 8:00 PM by our illustrious President and Atari stockholder (Still) Mister Jim Hood. All Officers were present and accounted for.

Visitors were interrogated and introduced. (One, an obvious plant by the President, has a Falcon and is deep into desktop publishing.) The President also passed out cards for an introductory issue of ST Informer.

Raffle prizes were reviewed, the big prize of the night was a color monitor adaptable to either 8 or 16 Bit machines. Rumor has it that the monitor became available for the auction when a certain party, who shall remain unnamed, burned a hole through the case while attempting to install an 8 Bit interface.

The big discussion of the night was concerning the tremendous activity in Atari stock. The stock which was selling for less than a dollar in May of this year has surged in leaps and bounds to almost eleven dollars. Much speculation but not many facts were bandied about in an attempt to give reason to this 1000% increase. The most probable reason was of course the pending release of the Jaguar game machine. (More likely somebody figured that Jim Hood would start buying stock again if the price went up to his usual fifteen dollar minimum price.)

Down to serious business. The changes in the SLCC Journal were discussed. The main reason for the change

was to get our costs in line with our income. By going to the smaller format we not only lowered our printing costs but also lowered postage costs by almost half. The changes were considered by most to be improvements and generally very well accepted.

The favorite subject of the evening was evident by the unanimous vote to have a holiday party at the December meeting. The membership also voted to buy one of the new Jaguar game machines to be auctioned off at the party.

Don Safer gave a short report on some of the Atari publications from overseas and the excellent disk software that has been included with them.

Bob Scholar gave his usual presentation of the 8 Bit floppy for November. The floppy contains several games a print utility and the last installment of the file'em data files.

Glenn Fowler gave a demo of the 16 Bit floppy for November. (This is the third one in a row and obviously he is looking for something, probably a raise.) The disk contains a good mix of games and utilities.

After all this Mister Hood ended the meeting with his classic crooked raffle. Adjournment 9:32 PM.

Wrongfully submitted

*Jim Moran* Secretary



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# San Leandro Computer Club

P.O. Box 1506 • San Leandro, California • 94577-0374



**Holiday Meeting • December 7, 8:00 pm**

San Leandro Community Library  
300 Estudillo Avenue



Ho! Ho! Ho! It's that time of year again. When we collect canned goods, toys, old computers and so forth and donate them to charity.

Bring something, if you can.

Ho! Ho! Ho! It's that time of year again. When we eat cake and ice cream and soft drinks and have a sugar attack.

Ho! Ho! Ho! It's that time of year again. When we have our Holiday Raffle. This year's main prizes will be Atari's first and last home game machines. **YES!** A classic *Video Computer System* (AKA the 2600). and (if we can find one) the world's first 64 bit game system, the amazing

## ATARI JAGUAR!

***One buck will take one of these home folks!***



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